

Game Table Rules:

These are the general rules for everyone to follow while playing. A lot of them might seem obvious, but it makes it easier for everyone to have them list them out and make the rules clear. This is not an exhaustive list and will be updated as needed.

- Don't be a dick: Be considerate of others. We are all here to have fun.
- Share the air: There are many players, and all want to participate, allow others to play as well. Sometimes the focus might be on a specific player or set of players, your turn will come.
- Know your character: If we are in an action sequence, combat, or some other situation, be ready with your turn. If you are not ready you will be skipped or dropped to the end of the sequence.
- Food and drink are allowed at the table, just do not make a mess on it and share the table space.
- Missing players: If one player is missing, the game goes on and the GM will play the missing character. If two players cannot make the game, then the game will be called off for that session.
- Rules discussions: We can use up to a minute to go over any rules, otherwise all discussions need to be moved to game-rules for that review, but after the game. The GM will call the rule during play and that ruling can be changed later upon a rule's discussion.
- Note Taking: Everyone was given a notebook, use it. Events can and will happen in the beginning that could and will have meaning later in the campaign. Fail to remember at your own risk.